MARVEL COMICS
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104
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APPROVED BY THE COMICS CODE
AUTHORITY
X-TRA SPECIAL X-MEN PREVIEW ISSUE!
MARVEL AGE
FEATURING:
JIM LEE
UNPUBLISHED ART!
INTERVIEW!
PROFILE! (WOW)
SCOTT WILLIAMS
BONUS INKER!!!
FEED AT OWN RISK!
JIM LEE
PLUS
THE 1ST MARVEL MUTANT STORY EVER – BY STAN LEE AND STEVE DITKO! (FROM AMAZING ADULT FANTASY #14!)

STAN LEE PRESENTS
MARVEL AGE®

SALICRUP'S SECTION

About thirty years ago Stan Lee and Steve Ditko created a little story entitled "The Man in the Sky" for AMAZING ADULT FANTASY #14. We're reprinting that classic tale to coincide with the dramatic debut of the all-new X-MEN title. The themes regarding alienation and prejudice that were a part of that Lee/Ditko mini-epic are still vital ingredients in today's mutant titles. We thought it would be fun to dig out this "lost mutant" story to realize how far we've come from such humble beginnings.

Over eight years ago I took over the editing of MARVEL AGE MAGAZINE with issue #6. I'd like to say that with the ensuing issues we changed the face of comics as we know it. Unfortunately, that ain't the case. Nor was it ever our intention. MARVEL AGE MAGAZINE is here to preview the excitement coming up in the Marvel Universe and to share the fun. After all these issues, I'm reluctantly giving up the editorship of the Official Marvel Zombie Magazine. It's been great, but the time has come for me to move on. Ravishing Renée Witterstaetter will be taking over next issue. If you enjoyed how this Jim Lee-filled issue came out, you'll love what's coming up over the next few issues. for example, the next two covers will be done by Sam Kieth and Clive Barker, respectively. The best is yet to come.

To everyone who's made working on this mag so much fun, and that includes everyone reading this, I say thank you. It's been a labor of love and I'll miss it.

'Nuff said. *—Jim Salicrup*
Supreme Marvel Zombie

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MORE MARVEL® MASTER-WORKS, MOM-PLEASE?!

ITEM! In response to the many demands for quality reprintings of Marvel's classic adventures, we're proud to present four new volumes to our MARVEL MASTERWORKS series!

First in the series is MASTERWORKS Vol. 16, presenting issues #31-40 of the AMAZING SPIDER-MAN, as well as ANNUAL #2. This book covers the transitionary period of the title, when Steve Ditko ended his long run on the book, and "Jazzy" John Romita took over, ushering in a new era of greatness for Spidey. This book ships August 16th.

MASTERWORKS Vol. 17 features the earliest adventures of Daredevil, issues #1-11. This book will be sure to please fans of the late Wally Wood, one of the greatest comics artists of all time. Re-live DD's humble origins—See the Man Without Fear tangle with Marvel's first and mightiest mutant, Namor the Sub-Mariner! This book ships September 17th.

Next in line is Vol. 18, bringing you the early years of the Mighty Thor, from JOURNEY INTO MYSTERY #83-100. Join in on the fun as Dr. Donald Blake takes on the Stone Men from Saturn! This book ships October 15th.

And rounding things out is MASTERWORKS Vol. 19, featuring SILVER SURFER issues #6-18, and a solo adventures from FANTASTIC FOUR ANNUAL #5, which concludes the sentinel of the spaceway's initial run. This super-jumbo volume ships November 19th, and is priced at $44.95. The other volumes are priced at $34.95. The series is edited by Tom Brevoort and Sarra Mossoff.

ITEM! The Marvel Bullpen is buzzing about the special 250th Anniversary Issue of CONAN THE BARBARIAN. This reporter remembers ol' Conan when he was just a wiry kid, flaying Stygians and chugging mead. Well, a lot has happened since then, and writer Roy Thomas, and artists Mike Docherty and Gerry Taloac have something colossal in mind.

This sequel to the BLACK COLOSSUS storyline (originally presented in SAVAGE SWORD OF CONAN #2, and represented in CONAN SAGA #12) features Conan's quest for the treasure of Thugra Khotan. Red Sonja and Zula are on hand, to help Conan fight the amorphous monster Zug, and his followers, the Zugites. After this mini-saga, beginning in issue #247, Roy promises "a new era of greatness" for Conan.

Also on the Cimmerian front, "Rascally" Roy made his triumphant return to SAVAGE SWORD with issue #190, along with artist John Buscema. They promise some really big surprises for SAVAGE SWORD'S 200th issue.

NEW ALPHA SCRIBE

ITEM! Marvelites unfamiliar with the exploits of Canada's super-team, ALPHA FLIGHT, will find issue #102 a great place to start. Writer Scott Lobdell begins scripting with this issue, promising a new direction for the team and the title. (Marvelites may be familiar with his recent seven issue stint on EXCALIBUR, the 1991 NAMOR ANNUAL, and various WHAT THE?! pieces.)

"My first issue begins a new direction for the team and the title," Scott said while wandering around our office the other day. "The team goes down to Central America to overthrow the newly erected power base of the Sinister Diablo, the Master Alchemist."

ALPHA FLIGHT #102 also introduces new team member Weapon Omega, whose identity is so secret that even his fellow teammates have no idea who he is.

Artist Tom Morgan also debuts as regular penciler with this issue.

BUY ME SOME PEANUTS AND CRACKAJACK JACKSONS--!

ITEM! The response was overwhelming for Marvel softball this year . . . it seemed that *everybody* wanted to be a "Punisher!" What was team manager Paul Becton to do when more than twenty staffers would show up to play? Well, on May 21, 1991 the team split into two factions. While Paul continues to manage the Punishers, last year's manager, Evan Skolnick, will manage the "New Mutants." Below is a full roster of each time.

THE PUNISHERS	THE NEW MUTANTS
Manager: Paul Becton	*Manager:* Evan Skolnick
Carol Ashford	Tom Daning
Richard Ashford	Vince Evans
Heide Balaban	"Whitey" Gonzalez
Mark Chiarello	Kevin Kobasic
Joe Kaufman	John Lewandowski
Craig Kunaschk	Sarra Mossoff
Liz Lapof	Fabian Nicieza
Ed Lazellari	Mariano Nicieza
Tony Matias	Maria Parwulsh
Mike Rockwitz	Mark Powers
Rob Tokar	Mike Revels
Dave Wohl	Kevin Tang

Both teams will participate in our upcoming games with DC Comics, as well as against each other! We'll keep you informed as the season develops!

ANOTHER KIND OF SOUTH PAW

ITEM! 1990 on a parallel Earth (*i.e. a present day alternate reality*) where the South's succession from the United States has resulted in a divided North America is not a very happy place. Racism and nationalism have reached dangerous proportions and many nations are developing costumed champions of their own. Scientific representatives *(and the super heroes themselves),* are converging on New Orleans to help promote peace and bring unity back to the divided nations.

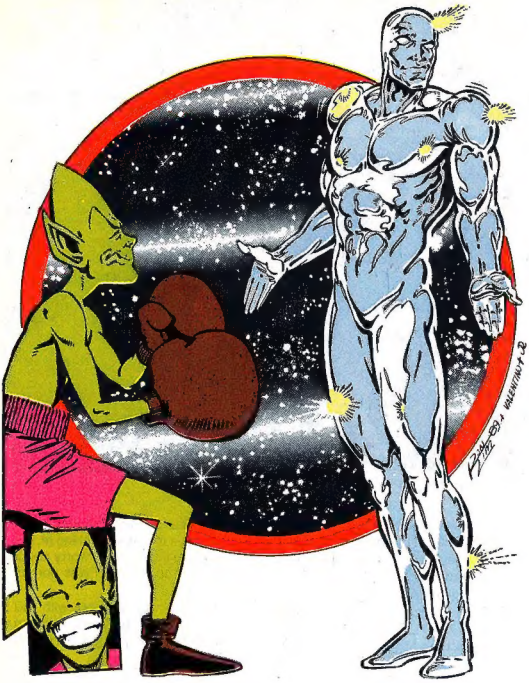
This divided world is the backdrop for CAPTAIN CONFEDERACY, a four issue limited series from Epic Comics. It's written by Will Shetterly and illustrated by Vince Stone, and edited by Nel Yomtov.

A major point of interest is that the artwork will be computer enhanced! Essentially, the pencil art will be scanned into the computer for the finishing touches, and the colors done much the same way. There really aren't any "inked" pages.

CAPTAIN CONFEDERACY's cover art will be inked the "old-fashioned" way, by the great Al Williamson, whose dynamic and beautiful work can be seen each month in DAREDEVIL.

CAPTAIN CONFEDERACY features international intrigue, interesting nationalists super heroes, science-fiction-inspired humor, murder, and a daring new approach to comic book art. The first issue ship September 3, and goes for a measly $1.95.

DID YOU HEAR THAT, GIRL?
HOW COULD I NOT?
A VOICE THAT SOMEHOW HISSED LIKE A SNAKE--
--YET REVERBERATES THROUGH THESE TEMPLE HALLS LIKE A WORLD COMING TO ITS END!



MARVEL® TOP TEN

ITEM! Once again, it's time to assess which Marvel characters have a distinguishing characteristic that sets them apart from other heroes/villains. We've talked about corpulent characters, and guys and gals with no bones! Well, comics have been oft-accused of featuring scantily-clad folk in wild adventures. This month, we've assembled a list of Marvel characters who appear to be running around sans costume! Yes, that's right, in spite of Dr. Wertham and the Comics Code, occasionally there's a character who pops up, seeming to throw caution to the wind, by wearing a get-up that you'd swear looked like he was going au natural! And to think this reporter was *shocked* to see Fin Fang Foom in green trunks!

10. Nova
9. Sasquatch
8. Werewolf by Night
7. Woodgod
6. Zzzzax
5. Magma
4. Wendigo
3. Volcanna (while in ionized plasma form)
2. Armadillo
1. Silver Surfer

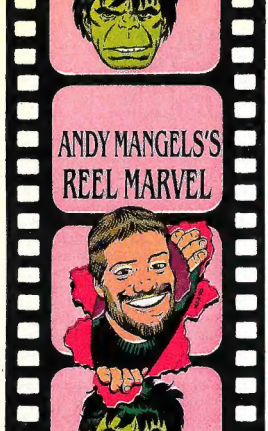
By now you'll have realized that our honest-to-gosh list of our top ten selling titles will follow. Here they are.

1. SPIDER-MAN #10
2. UNCANNY X-MEN #276
3. DEADLY FOES OF SPIDER-MAN #1
4. AMAZING SPIDER-MAN #347
5. GHOST RIDER #13
6. PUNISHER WAR JOURNAL #30
7. X-FACTOR #66
8. MARVEL COMICS PRESENTS #76
9. DARKHAWK #3
10. MARVEL COMICS PRESENTS #75

WHY IS GLENN COLLECTING KISSES?

ITEM! Last month's *Mondo Marvel* column reported the printing of Joe Jusko's gorgeous Mary Jane Watson-Parker poster from the 1990 MARVEL ILLUSTRATED (which should hit comics specialty stores any *day* now!). Well, during the process of adding the caption, "Face it, Tiger — you just hit the jackpot!" managing editor Glenn Herdling, Special Projects Editor Bob Budiansky, and Joe himself determined that a pair of sumptuous red lips were needed, as if in signature. Thus began a systematic sweep of Marvel's female employees (and Steve Bunche). Armed with a stick of Revlon red lipstick and a Spider-Man sticky-backed note pad, Glenn took puckered samples of several dozen staffers. The winner was SHE-HULK editor (and MARVEL AGE MAGAZINE colorist) Renée Witterstaetter, who kept a stiff upper lip throughout the competition!

OOPS DEPT.: In our article on the Marvel Universe Trading Cards in issue #102, we neglected to mention the work of color artist **Paul Mounts.** He did a beautiful job on the series! Sorry, Paul!



Lou Ferrigno snarls in DEATH OF THE INCREDIBLE HULK.

Welcome back to REEL MARVEL, the column which focuses on Marvel's rich history of television and movie adaptations, both past, present and future.

Last issue we examined the history of the Incredible Hulk, and this month (and next) we'll talk to him. No, not the Hulk himself, but the man who played him: Lou Ferrigno!

Lou came from the professional body-building circuit (and past wins as Mr. Universe twice and Mr. America once) to become the Hulk when the *Incredible Hulk* pilot film aired on November 4th, 1977. He went on to play the green goliath for five seaons (82 episodes) and three later telefilms! This special, two-part interview was conducted after filming the final telefilm, *The Death of the Incredible Hulk,* which aired February 18th, 1990.

ANDY MANGELS: Lou, when you filmed the final Hulk movie, *The Death of the Incredible Hulk,* how did you feel about getting back into the role, for what could be the last time?

LOU FERRIGNO: Well, the Hulk was something I had done for a while, twelve years or something like that. I naturally go in and out of it because it's a part of my life.

ANDY: How long was the shoot for the show?

LOU: It was four weeks. We had a problem with the weather when we went up, and I had to go back again later. We were working sixteen to eighteen hour workdays. It was just long and treacherous because of the snow and the rain and the cold. We filmed in Vancouver, British Columbia, during the worst months of the year.

ANDY: Getting prepared for this one, did you have to put on any weight?

LOU: I'm lighter than usual, but for this one I put on fifteen or twenty pounds because the Hulk needs to be large and muscular. My usual body weight has been about 260 pounds. For the Hulk, I went up to about 280.

ANDY: How tall are you, and what are your measurements?

LOU: I'm six feet, four inches tall. For the movie, my chest was 55 inches and my waist was 34. My arms were 22 inches and my thighs were 29 inches.

ANDY: Wow! (laughs) How did you first get involved with the Hulk?

LOU: I realized the Hulk was a great vehicle for me, even though it was a non-speaking part. I figured you had to start somewhere in the business. I could learn about the nature of the camera, about acting, all the basics. It became a hit, but on the other hand, it typecast me for a long time.

ANDY: How did you get cast as the Hulk? I heard you were up for the part against Richard Kiel, "Jaws" from the James Bond movies.

LOU: Right, but he wasn't large *and* muscular. They realized they had to find someone who was big and muscular at the same time. They brought me to the trailer and wanted to know if I could show emotions as far as crying or being angry. I passed the screen test, and the next day, I was working.

ANDY: Were you up against any other known stars?

LOU: Not really. I think there were like 150-200 guys they were looking at, but I think, at the time, I didn't worry about the competition. I knew I was perfect for the part.

ANDY: You're still working with Bill Bixby. How did you get along with him at first, and how do you get along with him now?

LOU: Well, at first it was kind of strange. I didn't know anybody and I didn't know the business. I wasn't the easiest guy to relate to on the set. I came from another world and another field, and to go into show business was intimidating for me. I didn't know anything about the craft. Since then, I've taken time out to study acting, and I've gone into theater. Working with Bill now, I'm really dealing with peers. With him directing the show, he's really made it fun and easy for me. He brought the best out of the Hulk in the last show. This one we've just finished is the best *Hulk* we've ever made. It's far superior to any other show I've ever done.

ANDY: Take us back to the beginning of the *Incredible Hulk* and the first movie that you worked on. At that point it was just a movie-of-the-week. Did you have a clue that it was going to be a series or be as popular as it was?

LOU: I had a feeling, when the pilot was finished, that it had a very good chance to be a series. I didn't expect it to be a hit—to be *that* popular the first season. It really surprised me because people really liked that formula.

ANDY: In the second movie, later that month, you fought a bear?

LOU: It wasn't a large, full-grown bear. It was a half-grown baby. I couldn't move the bear. Every time I wrestled it, its face kept getting green from the makeup. They had to keep wiping the makeup off. It wasn't easy. It was like moving a tree. When he threw his arms around me, I felt like I was being hit by a tree. It was fun, but there were lots of complications. Sometimes the wig would come off my head, and I had to come up from under the water.

ANDY: Was that the worst co-star you ever had to work with?

LOU: Yep. That's for sure. (both laugh)

ANDY: You once played the Hulk in Times Square. How did people react to that, with the Hulk being there?

LOU: It was kind of crazy. People really didn't know who the Hulk was. I was sitting in a car waiting, and people kept looking in and staring at me. I felt like a Martian from outer space. And then, every time I ran down Times Square, I couldn't stop running because it was so cold. I spent about seven hours running. We went from about seven o'clock in the morning to about five o'clock at night.

ANDY: Did people react strangely, or did they just ignore you?

LOU: They didn't know who I was because of all the makeup so they were just acting weird. They kind of liked the character, and some people were just ecstatic.

ANDY: They didn't clear the Square and have all extras there? It was just real people reacting to you?

LOU: Yep, it was pretty crazy. I almost got hit by a car. I don't know if I'll do that again. They didn't even stop the traffic.

ANDY: Did you do all your own stunts?

LOU: Most of them, but then later on, anything that involved jumping, like high falls, they hired a stuntman. It was too dangerous for me to do those stunts and get hurt.

ANDY: Was your stuntman of comparable size?

LOU: He was close to me, a big guy. They've gone through different stuntmen over the years. As long as they can shoot far enough away where you can't tell—a hundred feet away, you can't tell—as long as they're big enough, it works.

ANDY: Were any of the stunts dangerous, or were you scared by any of them?

LOU: Oh, yes, very scared. I really don't like doing stunts because as big as I am, I'm not the easiest person to be breaking a fall on concrete or an airbag. From time to time I've injured myself. Ankle and shoulder sprains, but nothing serious.

This interview concludes next month, as Lou gives makeup tips and tells about his haircut by an airplane wing! With teasers like that, only a rampaging jade giant could keep you away from REEL MARVEL!

MARVEL® TRIVIA QUIZ

Some heroes have had relatively uneventful careers that can actually be summed up in twelve trivia questions. But by now, the history of the X-Men extends so far, in so many directions, that twelve questions can only begin to address their fabulous saga! Fortunately, the X-Men are popular enough that it won't be long before Slim Jim Salicrup requests another quiz about the merry mutants— and in the meantime, test your mettle against the following trivia teasers, culled from all corners of the mutant mythos! Answers, as always, on page 32.

THE STRANGEST SUPER-HEROES OF ALL!
APPROVED BY THE COMICS CODE AUTHORITY
1 SEPT. IND.
MARVEL COMICS GROUP 12¢
the X-MEN
IN THE SENSATIONAL FANTASTIC FOUR STYLE!
DON'T MISS THIS FABULOUS FIRST ISSUE!
X-MEN VERSUS MAGNETO EARTH'S MOST POWERFUL SUPER VILLAIN!!

1. The New Orleans idyll of Storm and Gambit was shattered by the return of:
A) The Shadow King
B) The Hounds
C) Nanny and the Orphan Maker
D) Football season for the Saints

2. Plasma stole power from Havok with the assistance of:
A) The Purifiers
B) The Trackers
C) The Seekers
D) The Plasmatics

3. Wolverine's healing power makes him especially attractive to:
A) Lindsay McCabe
B) Raven Darkholme
C) Sapphire Styx
D) Marcus Welby, MD

4. This longtime friend of Xavier's served as Magneto's defense counsel before the World Court in Paris:
A) Moira MacTaggert
B) Gabrielle Haller
C) John Grey
D) Alan Dershowitz

5. It's where Rogue was born, and where Peter Gyrich and Forge tracked her down:
A) Montgomery County
B) Cane River County
C) Caldecott County
D) Bloom County

6. Where did Dazzler first demonstrate her mutant powers to the general public?
A) Los Angeles International Airport
B) Circus Circus in Las Vegas
C) Rockefeller Center in New York
D) The EverReady Battery stockholders' convention

7. Who attacked the X-Men believing Xavier to be the Antichrist?
A) The Crusader
B) Steven Lang
C) William Stryker
D) Jim and Tammy Faye Bakker

8. Storm lost her parents in:
A) The Nazi attack on Ethiopia
B) The Suez War
C) The Watts Riots
D) An incredibly large department store

9. By reconstructing the M'Krann Crystal, Phoenix saved the universe from the crazed:
A) Deathbird
B) Emperor D'Ken
C) Acanti
D) Manufacturers of Crystal Light

10. The X-Men first met Lorna Dane in a conflict with:
A) The Hemi-Men
B) The Semi-Men
C) The Demi-Men
D) The Hemisemidemi-Men

11. He gave his life to protect the X-Men from the first army of sentinels:
A) Calvin Rankin
B) Bolivar Trask
C) Gro-Tesk
D) Proty II

12. Charles Xavier holds degrees in:
A) Harvard, Yale, and Stanford Universities
B) Bard College and Oxford University
C) Osaka and Michigan State Universities
D) The Famous Artists School correspondence course

X-TRA THE MUTANT REPORT X-TRA

VOLUME 8 "THE NEXT STEP IN NEWS EVOLUTION" NUMBER 11

JIM LEE INTERVIEW

Jim Lee has become one of the hottest, most popular comic book artists of the early 1990s. Having begun his career at Marvel on ALPHA FLIGHT, and later THE PUNISHER'S WAR JOURNAL, Jim finally achieved his present high level of popularity as penciler of Marvel's perennial favorite, THE UNCANNY X-MEN. Recently a portfolio of Jim's Marvel covers has been released to the direct sales market. But the big news is that Jim is the artist on Marvel's brand new X-series, titled, simply enough, X-MEN, scripted, as always, by Chris Claremont, inked by Scott Williams and edited by Bob Harras.

Jim has come a long way in the five years he has been in the comics business. He had been a comics fan when he was growing up. Jim recalls, "The stuff I was reading when I was in high school that I really loved was the X-MEN by Chris Claremont and John Byrne and DAREDEVIL by Frank Miller and Klaus Janson. Those are the two comics that I really collected avidly for the story and art. I would say John influenced me a great deal. I was a big Neal Adams fan, too, because I thought his stuff on the X-MEN from the late '60s looked great."

Jim gave up reading comics for a while, only to return to it in his

senior year in college. "By that time Frank Miller was doing DARK KNIGHT. A friend of mine showed me that and I was just astounded. It was gorgeous. That really got me back into comics. I found out that he and David Mazzucchelli had done some more DAREDEVILs and I picked those up, and I really liked the artwork on that. So David Mazzucchelli was an influence, Klaus Janson, Howard Chaykin, Kevin Nowlan, Mike Mignola, pretty much everyone and anybody."

"By June of 1986," Jim recalls, "I'd just graduated from college, and I was interested in pursuing a career in commercial or fine art or something like that." He decided to try to get into the comics business. "I was sending submissions to a lot of companies, getting a lot of rejection letters. But I was drawing about a page, a page and a half a day. And I was improving a lot, month to month.

By that November he was feeling confident about his level of proficiency, and decided to attend a Thanksgiving weekend comics convention in New York City that he had read about in CLOAK AND DAGGER. "I knew nothing about conventions, never having been to one before. I was looking to get work from anybody, really. And I had a story, a sort of techno-thriller type of story that I had drawn up. I took it there with me, and I showed it to a lot of different companies, and no one really was interested except for Archie Goodwin from Marvel. He said, 'This looks great. Come on in to the offices and see what we can do for you.' I went in Monday and [Archie] showed the work around to give you a tryout story." So it was that Jim ended up working on issues of ALPHA FLIGHT for Carl.

As a fan of John Byrne's, Jim was excited about getting to draw a team that John had created. "But then when they sent me the plot, Bill Mantlo had decided with that first issue the whole team was different. So I think I only ended up drawing one character of John's, Sasquatch, and the rest I had never seen before. I was kind of let down. But it was my first job. I was happy to get it! Thank God it wasn't a New Universe book!"

In working on ALPHA FLIGHT Jim was still learning his craft. "I was really struggling just to make the work come out on time, figure out how to tell stories, my drawing, learning how to do more interesting layouts. That kind of thing, a lot of the real basic stuff that I think artists need to know.

Eventually, Jim started drawing one of Marvel's most popular solo characters. "I remember Carl, who ended up writing THE PUNISHER'S WAR JOURNAL had noticed that on the back of my pages, every now and then, I draw little pictures of characters I'd like to draw, and one of them was the Punisher. I think the original art team he was going to go with had fallen through, and he said, 'Are you interested in doing THE PUNISHER?' And I said, 'Sure.' It was something I wanted to do, because it's a different genre within comics. It's the darker, grittier, more realistic kind of comic book. There's a lot of shadows, a lot of hardware, a lot of realistic-looking buildings, which is a little different from what I was doing in ALPHA FLIGHT, which had people jumping

from dimension to dimension, and all these crystal monsters."

Still, Jim goes on, "I think after doing sixteen issues of THE PUNISHER, I got kind of burnt out on the realistic stuff, because there is a great deal of reference and research that has to be done, and in terms of creativity, how many times can you show the Punisher driving his van in a different dramatic fashion?"

So Jim was happy to switch over to THE UNCANNY X-MEN, a very different kind of assignment. "Working on X-MEN now, it's a whole new ball game. I've got to create some villains, some aliens and gadgets, and different technologies for different races. It's more demanding, but at the same time I think it's more challenging, it's more interesting."

Of course, having been a longtime X-MEN fan also makes working on these characters exciting for Jim. "That's why I feel fairly confident I'll be on this new book for a while, because not only do I have the challenges of the book—the fact that it can go anywhere: outer space, inner space, whatever—I also have that feeling of nostalgia when I draw it. It's like, 'Oh, this is that character that I used to really like.' I get a kick out of that."

Jim feels it has taken him different amounts of time to find the look he wants for the various members of the X-MEN cast. "I find that with some characters, right off the bat, I can go, well, this would be cool if we did it this way." However, in the cases of other characters, like Storm, Jim points out, "You look at my first several issues, the faces of different characters change when I just try to find [the look] for them to have. I'm starting to get a handle on it now. It's starting to jell for me. I feel pretty comfortable with Wolverine, Psylocke, Jubilee, Storm, because I draw them a lot more. I still haven't got a handle on Forge yet or Banshee—I'm working on that." Recent issues of UNCANNY X-MEN have given him lots of opportunities to draw Rogue. "But if you look at the first Rogue issue I did and the third, it's fairly different in terms of the kind of ciphers I use for the nose and mouth," he says. "And I'm also trying to figure out exactly what age these people are. I especially want to get to the point where every time I draw Rogue it's fairly consistent, and it's starting to get to that point now, the ninth or tenth issue in a row that I'm doing. I'm starting to develop that consistency."

Jim sees himself as taking a cinematic approach to drawing comics. "When I read the plot—Chris does very detailed plots—if I can imagine it, if I can see it in my head, it's very easy for me to put in down on paper." With the recent Savage Land storyline with Rogue and Magneto in UNCANNY X-MEN, Jim says, "It's like I was running reels in my head, and I could see everything going, and I just kind of stopped and said, 'Okay, I'll draw that shot.' In terms of the actual shots I use, they're fairly basic. There are a lot of different things you can do with angles to create drama, to create emotion, other than what you draw within that panel."

Asked how he thinks his work has changed since he first came to

Marvel, Jim replies, "I really can't tell from my point of view as much. I really don't approach it in a different way. But I think every artist, especially the real young ones, when they draw their stuff, they think it looks great. They're blind to their mistakes. Although I pick up on it after I draw something — three months later I look back on it and I see the mistakes — when I'm doing it, I always feel this is the best work I can do at the time. Looking back on my issues I can tell, of course, I've been improving, but as I'm doing the work I can't tell. What I'm trying to do now is exaggerate more, play around with proportions a little bit, and really work on visual expressions. That's real important, too."

Each of the two X-MEN books, the new one and UNCANNY, will focus on a different team of X-Men, although both teams will be supervised by Professor Xavier. "I think I'd like to have him play a more active role. He should be like Picard in STAR TREK: THE NEXT GENERATION: he doesn't go out in the field, but he is the leader behind the team."

The X-MEN office wants to keep the roster of each X-MEN team something of a secret, in order to surprise the fans. The new X-MEN book's team will have six members, and we can say that it will be a combination of members of the original X-Men (formerly members of X-Factor) and members of the "new" X-Men, including Wolverine.

"I think having the original X-Men come back was a good idea," Jim says. "It didn't really make any sense for me why X-Factor existed. Especially with Xavier back now, it seems more strange that there would be these two separate teams, when they all know each other very well, and they all share the same mission or dream in life."

Furthermore, the villain in the new X-MEN's initial storyline will be Magneto, returning to his role as one of the team's greatest antagonists. "I think Magneto is the consummate X-MEN villain, and I like his old costume," says Jim. "I think if lit properly and in the right pose, he can be extremely threatening just standing there." Jim hopes to be revealing new things about both Wolverine and Magneto in upcoming issues of the new series.

Jim has been participating in plotting the X-MEN stories he has worked on for both series to varying degrees, changing with each issue. He and Whilce Portacio, for example, co-plotted the first Savage Land issue with Rogue and Magneto. "I've had a lot of input on the storyline. Chris has been renowned for letting whoever his artist is

have input if he wants input. Some issues that we've done, I'd say we did co-plot, others I'd say I had input. Some of the outer space stuff we're doing [in UNCANNY X-MEN], he had a plot, I added stuff, and he reworked it, and so I'd say it's maybe 60-70% his and 30-40% mine. In think there's some other issues where I felt I had at least 50%. There are some issues we plot just by talking together. I think with the new series both Whilce [Portacio] and I are being encouraged to give as much input as possible, and I think Chris prefers that because it allows him to get feedback on his ideas."

Jim hopes to help make the new X-MEN series as accessible as possible to new readers. "What I'd like to see is that any fan out there who hasn't been reading the 270 or 280 odd issues of [UNCANNY] X-MEN that are out there should be able to pick up X-MEN #1 and collect it from that point on and understand it to a large degree. I want allusions to the past and pre-established characters popping in, but I also want to create new continuity from issue one. I want to clear away some of the plotlines that have been established and strike out into new territory. I also want the stories to have a definite beginning, middle, and end. What I'd like to see is three- or four- or five-part stories, these arcs of stories that kind of overlap a little bit. But as soon as we start something, if we set something up, we'll take care of it within ten issues instead of letting it linger on and on. If we ever do use anything from past issues, there will be a flashback, or there will be an expository section in the comic explaining who this character is, or how he is related to the X-Men. We want to tie it in to X-MEN continuity, but at the same time it won't be a requirement that you have read all the other issues. We will explain things as we go along."

With Xavier back in charge, Magneto again a villain, and members of the original X-Men back on the team, it may seem at first glance that the two X-MEN books are going back to the days of Stan Lee and Jack Kirby's original X-MEN series. But Jim points out that the current X-MEN books are very different. "The world has changed; the characters have changed. It's not like we've tried to take the book thirty years back in time. We're seeing the same conflict, but in a different light, in different circumstances." He thinks of the new series as combining the best of the original X-MEN with the best of what the X-Men are about nowadays.

Jim has other projects in the works too, including penciling, inking, and co-plotting (with Gregory Wright) a PUNISHER hardcover graphic novel, which should appear later this year.

But he plans to remain with the new X-MEN series for the foreseeable future. "With every book I've done, I like to feel that I've put my mark on that book. I'd like to do up to issue 50 of the new series. That's my goal. If I end up doing 35, that'll be good, too. But somewhere between 25 and 50," and then he adds, laughing, "barring a nervous breakdown!"

Peter Sanderson

Pro File:

JIM LEE

A MARVEL AGE MAGAZINE X-clusive! This 1977 rendering of Wolverine, by a young Jim Lee!

Marvel freelance credits (past): ALPHA FLIGHT, PUNISHER: WAR JOURNAL, UNCANNY X-MEN.

Marvel freelance credits (present): X-MEN, PUNISHER, and NICK FURY graphic novel.

My place of birth: Seoul, South Korea.

People who knew me in high school thought I was: Short.

My hobbies are: Tennis, Scuba Diving, Traveling, and sleeping.

My pet peeves are: The growing proliferation of nuclear and chemical weapons, the destruction of the world's eco-system and balancing my check book.

My favorite performers are: Violent Femmes, Midnight Oil, Cowboy Junkies, The Doors, Sandra Bernhard, Penn & Teller, and Karl Alstaetter.

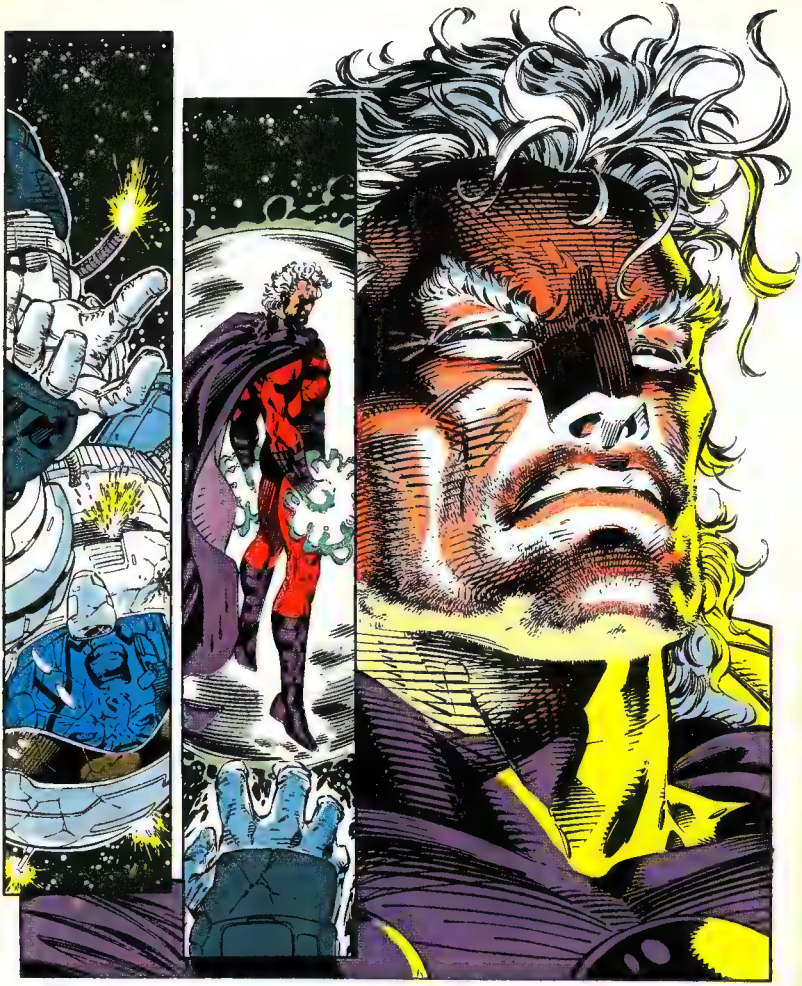
The last good books I read were: ***Silence of the Lambs*** by Thomas Harras and *Liar's Poker* by Michael Lewis.

The last good movie I saw was: ***Spartacus.***

If they were making a movie of my life, I'd like to see my part played by: Spike Lee.

My oddest habit is: Shaking my foot at a rapid, regular pace.

My greatest accomplishment outside the comics field is: 1. Getting married. 2. Graduating



from Princeton University with a degree in Psychology.

The reason I got into comics was: I didn't want to become a brain surgeon

The biggest influences on my work include: My Homage Boys: Scott Williams, Whilce Portacio, Joe Chiodo, and Karl Altstaetter. Also: Neal Adams, John Byrne, Kevin Nowlan, Mike Mignola, Art Adams, Milo Manara, and Barry Windsor-Smith.

The single work of which I am most proud is: PUNISHER: WAR JOURNAL #10, UNCANNY X-MEN #274, and X-MEN #1

My greatest unfulfilled ambition in the comics field is: To create a book/team which will shape future comics as much as AMAZING FANTASY #15 or UNCANNY X-MEN #94.

The worst part of my job is: Getting my job in before the deadline and having to turn people down for whatever reason.

When nobody's looking I like to: Dunk on Jordan.

The one thing I really want the world to know about me is: I truly love my job.

X-MEN® PREVIEW

Finally! The reunion that's taken excitement in the "X" books to an all-time high is about to happen. Professor Xavier's original five students — Marvel Girl! Beast! Cyclops! Archangel! Iceman! — will be returning to the X-Men team.

"Seems like old times — but it's not," according to Editor Bob Harras. The world has changed since these five originally banded together. Paying homage while adding a 90's sensibility to the early issues which gave the first X-MEN series such a solid foundation, the new series resonates with themes from the original X-Men adventures. This will be a more mature team that has seen comrades die and watched a simple world of good vs. evil lose it naivete. As artist Jim Lee sees it, "these are the same players but the rules of the game have changed, if not the game itself." This is a group struggling to rebuild the guidelines in a challenge where the stakes are much higher — and deadlier.

With the proliferation of the mutant population, greater threats have been evolving all the time, necessitating greater vigilence on the part of the X-Men. In order to best deal with any potential mutant threat, the X-Men have been divided into two teams: Wolverine,

Psylocke, Beast, Gambit, and Rogue will follow Cyclops on the X-Men team, while Marvel Girl, Colossus, Archangel and Iceman will be led by Storm on the Uncanny X-Men team. Having two books will also provide the extra room to continue the tradition of in-depth characterization, a trademark of writer Chris Claremont's, which has made the 'X' characters fan favorites.

"The first two issues of the series bring us a Magneto who is trying to come to grips with the choices he has made," according to Jim Lee. But this is not the Magneto they fought in UNCANNY X-MEN #1. He's been the villain, the hero, the teacher trying to take up Xavier's dream, learning only that he is not Xavier, and cannot be. This is a "grimmer, grittier Magneto," according to Bob Harras. This is a villain with convictions as strong and as clear as any of Xavier's. Magneto now sees himself as the true messiah of mutant-kind, ready to do whatever may be necessary to achieve his goals. Chris and Jim plan to introduce a group of disciples, called Acolytes, who are mutants ready to follow Magneto's lead. Magneto — madman or savior of mutant-kind — believes more staunchly than ever that he is right and has more power than ever to act upon his decisions. It has been said that there is no greater danger than a wrong man who truly believes what he's doing is for the greater good. If so, The X-MEN are in for the fight of their lives, quite literally. And that's just the first two issues!

For readers who haven't been following the adventures of the X-Men, this is a great time to come on board. And for all the collectors that have already been lo these many years, Marvel has planned a special event to commemorate the beginning of what is-sure to be a landmark series. In spectacular Marvel fashion, this issue will break tradition and be released once each week in August — each with a different cover and centerfold pinup! The fifth week will be another first-ever for Marvel in that it will feature a double gatefold cover collecting all of the centerfolds and previously released X-MEN #1 covers. Don't miss it!

So come back to the beginning — like you've never seen it before!

— Suzanne Gaffney

X-ACT REPRINTS

If you've been to a comic book specialty shop lately, you'll probably have noticed the high prices of certain back issues, particularly GIANT-SIZE X-MEN #1 and the very first UNCANNY X-MEN. Although prices may vary, these collectibles are still out of reach for many enthusiasts who missed them the first time around.

Lament no longer.

In the tradition of the MARVEL MASTERWORKS series comes the new MARVEL MILESTONES EDITIONS, the first two issues being reprints of, that's right, UNCANNY and GIANT-SIZE X-MEN #1! These books will be printed on quality stock, in a format similar to MARVEL FANFARE, and will be priced at $2.95 and $3.95, respectively.

Here's the really cool part. These books are being presented in their original formats, complete with all the original advertisements! "But, why should we care about ads," you say? "Especially for a three dollar comic book!"

Those fortunate Marvelites who are lucky enough to own one or more comics from Marvel's Silver Age realize that these books are much more than vintage collector's editions, they're a piece of history. Anyone who has ever held an original copy of FANTASTIC FOUR #1 in his hand can testify to that. And the ads are an integral part of that history. To see a full page spread reading "Coming Soon... AMAZING SPIDER-MAN #4" enables the reader to catch a glimpse of Marvel in its formative years, and to appreciate how far we've come.

UNCANNY X-MEN #1 ships on July 30th, and GIANT-SIZE X-MEN #1 ships on August 6th. Both are edited by Rob Tokar.

— *Mike Lackey*

The X-MEN® ACTION FIGURES

Stage your own mutant conflicts with the new X-Men action figures — speed lines sold separately.

1990 was a big year for action figures. Actually, 1990 was a fantastic year for action figures. Fans and stores couldn't get enough of them. And while a lot of that success had to do with the runaway popularity of a certain team of anthropomorphic chelonians, sharp-eyed toy mavens noted another line that seemed to keep flying off the shelf — the Marvel Super Heroes action figures manufactured by Toy Biz. But what was really wild was the fact that the minute fans found out how much fun the Marvel action figures were, they started sending in letters demanding to know when there would be more action figures, specifically, X-Men action figures.

The answer to that is, this year, this summer — right now! In toy store and comic book shops everywhere are the all-new 1991 X-Men action figures and accessories from Toy Biz. The line includes six X-Men and three evil mutants figures, two vehicles and two Danger Room action chambers.

First, the figures: Wolverine, Storm, Cyclops, Archangel, Colossus, Nightcrawler, Magneto, Apocalypse, and Juggernaut. Each articulated 4" high figure has its own action feature and comes with some nifty accessories. For instance, Wolverine has spring-activated retractible claws and has a sword and removable mask. Storm has lightning bolts she can hold and the lightning bolt design on her costume illuminates to simulate her weather controlling power. Cyclops's visor and a flashing light that mimics his optic eye beams and he also carries a portable Cerebro unit. Archangel's wings not only move, they also fire his deadly wing-tip darts! Colossus can lift his gigantic barbell. Nightcrawler has suction cups that allow him to stick to almost any surface, and his flexible tail can hold onto his swashbuckling saber. Now for the evil mutants. Magneto has removable helmet, and as befits the evil master of magnetism, the figure's magnetic! So not only can he pick up and hold his "metal" accessories, he can also stick on any surface made of iron or steel. Apocalypse has special body extensions enabling him to grow to an awe inspiring height and carries a dangerous "jeweled" power staff. The Juggernaut action figure features removable armor and a unique roller motion so you really can turn him into an unstoppable mutant battering ram. In addition to all that, each action figure comes with its own official 1991 Marvel Universe Trading Card, exactly like the ones available in the wax packs! So not only can you have fun playing with the figures, but you can also get all the important facts you need to know about each figure in order to more realistically stage your own cataclysmic battles.

The vehicles are big, bold and packed with surprises. Wolverine has a highly detailed three wheel motorcycle that can not only do wheelies, it also has a pop-up Wolverine fairing and claws that extend out of both sides of the front wheel fork. Magneto's awesome Magnetron car has double swing-out extension arms to pick up metallic objects and a hidden spring action catapult that fires magnetic projectiles.

Now for the Danger Room chambers. Just like combat sequences in the Danger Room in the X-MEN series, the Toy Biz Danger Room chambers are designed to test the skills and powers of specific X-Men — so if a different member of the X-Men is placed in the chamber, that member is going to be in big trouble! The first Danger Room is Wolverine's Combat Cave. Place Wolverine on the movable platform that you control and have Wolverine battle such dangers as the weapon-carrying, spinning "octopus" and the moving Magneto target. Then have him claw his way through the "steel" fence. The second Danger room chamber is Cyclops' Light Force Arena — It really accents Cyclops' unique ability! Put Cyclops on the moving platform, aim his optic eye beams at the targets and watch the action! For when you hit the right spot with the light beam, you'll defeat the Magneto target, see a "steel" box explode, and a "stone" wall collapse!

So while you're checking out the new X-men and X-Force titles and the big Mutant Genesis saga, be sure to check out the new X-Men action figures. But be quick, as neat as these look, they're sure to be an instant sell-out!

— Dwight Jon Zimmerman

Fred Hembeck
PRESENTS
THE Fantastic Five!
One afternoon in New York City...
HAH! Wait'll the others see what I'VE got! They'll be Gamma Ray GREEN with ENVY!
Elsewhere...
HOT DOG! I sure am gonna IMPRESS everyone with THIS!
ALSO elsewhere (it's a BIG city, folks)...
The rest of the team will undoubtedly find my purchase to be of GREAT interest.
Elsewhere, the LAST...
The boys are going to be MIGHTY EXCITED when they SEE what I have..
Suddenly!
SIMULTANEOUSLY
UH, OH!
Better get back--
SOMEONE needs me--
--at HOME BASE!
I'M BACK-- WHAT'S THE PROBLEM?
You mean YOU didn't?--
No, I thought YOU?..
DON'T look at ME!
Then, I wonder WHO?..

Say, I just REALIZED--I purchased something I want to SHARE with you all...
Yes, me TOO.
AND me...
Ditto.
X-MEN NUMBER 1
X-MEN NUMBER 1
--THE ALL NEW X-MEN #1!!
HUH?
There's-there's FOUR DIFFERENT COVERS!?!
I--I don't understand?
Hmm. I think perhaps I do.
Then, explain it to US, Boss Man!
Let's examine the EVIDENCE, shall we? There are four distinctly DIFFERENT covers here--FOUR FANTASTIC covers, you might say. DON'T YOU SEE? This is Marvel Comics' way of paying TRIBUTE to US, The Fantastic FOUR, their FIRST and their GREATEST super team! And QUITE an honor it is, too...
Well, MAYBE...
..but the reason I summoned you all back here was to see THIS, the fantastic FIFTH edition X-MEN #1!
ALICIA?
By COMBINING all 4 covers together to make ONE fabulous fold out illustration, what you get is a MAGNIFICENT COLLECTOR'S EDITION unlike any other! RADICAL!
Uh, Alicia, honey, I don't mean to be INSENSITIVE or anything, really I don't, but since you're, uh, SIGHTLESS, how come you're so EXCITED about this new X-MEN #1??...
Hey, I may be BLIND, but I'm NOT STUPID!
And neither are YOU, Marvel Zombie! So go on out to your local comics emporium and DEMAND the Fantastic Five! Both Stan AND Jim Lee will be GLAD you did!

STAN'S SOAPBOX

Hi, Heroes,

Because of all the X-travagant X-citement engendered by the X-traordinary X-posure of Chris Claremont's and Jim Lee's X-hilarating new X-MEN series, I might as well get into the spirit of things and X-amine with you the X-ceedingly X-cellent origin of the X-emplary X-Men myself!

However, since most of this ish of MARVEL AGE MAGAZINE will be devoted to the usual, incisive, informative, in-depth articles about Chris's scripting, Jim's illustrating, and the X-Men's X-ing, I'll try to take a different approach and discuss some aspects of Marvel's Merry Mutant Mythology which may even be news to some of the more sagacious scholars amongst you!

For starters, how many of you know how the X-Men got their name? Since I don't see a lot of hands raised, I'll take this opportunity to shed some light on one of the more mysterious aspects of our titanic little team, namely the way they started!

Way back in the early sixties, after we had created a teenager who got his power by being bitten by a radioactive spider, and a scientist who was whammied by some gamma rays, and three dudes and a dudess who were clobbered by cosmic rays, not to mention a doctor who found a hammer that transformed him into a thunder god, we were beginning to run out of reasons for our happy-go-lucky heroes to gain their somewhat splendiferous super powers.

But then it hit me! Why not invent a gaggle of guys and gals who were simply mutants? That wouldn't require any psuedo-scientific mumbo-jumbo by way of explanation. When you say someone's a mutant, that says it all. The logic was unassailable. The die was cast. I planned to call my new horde of heroes "The Mutants." I was in puppy heaven. But alas, Fate had other plans.

In those days we worked for a publisher who had to approve all our new ideas. I proudly told him about The Mutants, expecting a pat on the back and a big bonus. Instead, I got an unexpected frown and a big "Forget it!" He said nobody would buy the magazine because nobody knew what a mutant was! I couldn't talk him out of it, but I didn't want him to sabotage our project, either! So, I sneakily came up with an alternate suggestion. "How about calling it "THE X-MEN?" asked I, telling him the name would stand for people with an X-tra power—and also for the name of their leader, Professor Xavier. "Great idea," sayeth he, and so another meritorious Marvel masterwork was born!

Of course, I never did understand why he felt a lot of people wouldn't know what a mutant was, but it didn't bother him that no one on earth would possibly suspect what an X-Man was until after reading the mag! However, I was lots younger in those days and knew the universe held secrets which would only be revealed to me when I was older and wiser!

At any rate, that's how "The Mutants" became "THE X-MEN," a bit of information which was previously known to none but a handful of cloistered, sworn-to-secrecy monks in the most remote and inaccessible area of mysterious Tibet!

Now, while your senses are undoubtedly still reeling from that sensational scoop, I've another bountiful bombshell to lay on you, courtesy of Slim-Jim Salicrup, He Who Doth Firmly Hold and Judiciously Wield the Mighty Editorial Reins of "MARVEL AGE MAGAZINE"! It happened like this . . .

While thumbing through some old, musty files, Jim came across an ancient issue of AMAZING ADULT FANTASY #14, a mag we published years ago while Marvel was just aborning. It consisted of short tales with supernatural twists, all brilliantly illustrated by one of Marvel's most acclaimed artists, Steve Ditko, and blushingly scripted by yours truly.

No sooner did Jim finish reading that historical watershed issue, then he did excitedly phone me and cried, Stan, I just found your very first mutant story! It was done way before THE X-MEN! In fact, it looks to me as if you planned to make it the start of a series, but you never remembered to continue it!"

Jim quickly made a copy of the story and sent it to me. After reading it, I realized he was right. I *had* forgotten all about that now-historical five-pager, entitled "The Man in the Sky!" I'm often accused of having the worst memory in all of comicdom, if not the whole human race, and this was just another example of the validity of that claim. But there it was, in living comic book color, the start of a great new series—a series which was never completed because I forgot all about it! However, by later unleashing THE X-MEN upon a gloriously grateful reading public, we did make up for that grievous oversight, thereby ensuring that mankind would not go mutantless for too very long!

There now! Having candidly delivered those two courageous confessionals, I feel as though a great weight has been lifted from me. From this moment on I can face the public, calm and unafraid, knowing that the proud pages of MARVEL AGE MAGAZINE have once again revealed the truth for all to see! And, as an extra bonus for all you believers, you'll find "The Man in the Sky!" reprinted somewhere in this very issue, as irrefutable evidence that ye Soapbox printeth not falsehood, nor speaketh with tongue that is fiendishly forked!

Till next time, then, may your genes of happiness mutate a thousandfold and wherever you go, whatever you do, "gardez la foi!"

Excelsior!

Stan

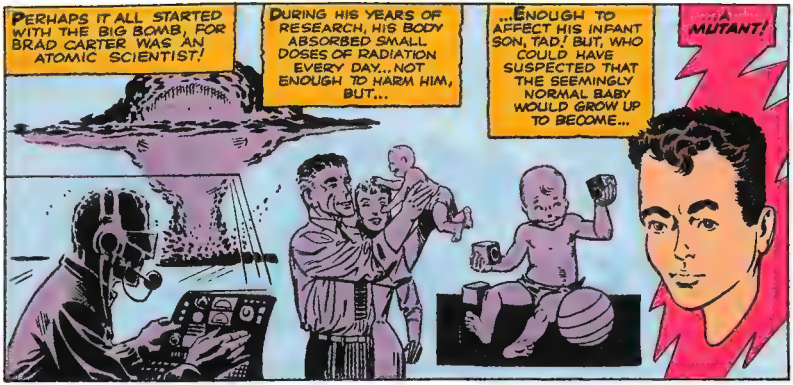
WILLIE LUMPKIN — STAN AND DAN'S CLASSIC COMIC STRIP FROM THE FABULOUS FIFTIES

BAH! I'M SURROUNDED BY YES-MEN!
ZAT SO, MR. MINTMORE?
HRRUMPH! GIVE ME A MAN WITH THE GUMPTION TO DISAGREE WITH ME!
DON'T YOU HAVE ANYONE LIKE THAT?
ONLY ONE! USED TO BE MY VICE-PRESIDENT! ALWAYS ARGUED WITH ME!
WHAT HAPPENED TO HIM?
OH, I'M STILL HERE!

© 1991 by Stan Lee and Dan DeCarlo

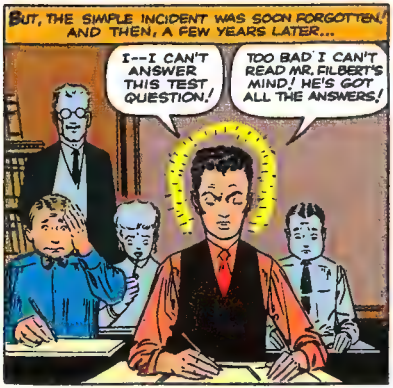
THE MAN IN THE SKY!

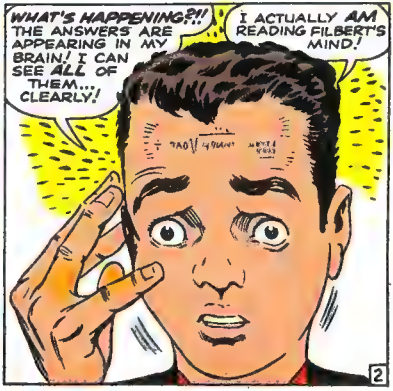
Stan Lee + S. DITKO


PERHAPS IT ALL STARTED WITH THE BIG BOMB, FOR BRAD CARTER WAS AN ATOMIC SCIENTIST!
DURING HIS YEARS OF RESEARCH, HIS BODY ABSORBED SMALL DOSES OF RADIATION EVERY DAY... NOT ENOUGH TO HARM HIM, BUT...
...ENOUGH TO AFFECT HIS INFANT SON, TAD! BUT, WHO COULD HAVE SUSPECTED THAT THE SEEMINGLY NORMAL BABY WOULD GROW UP TO BECOME...
...A MUTANT!

IT WASN'T UNTIL TAD'S TWELFTH BIRTHDAY THAT HE BEGAN TO REALIZE HE WAS... DIFFERENT!
HECK! THE BALL ROLLED OUT OF MY HAND!
IF ONLY IT WOULD ROLL BACK TO ME!

HOLY SMOKE! IT'S DOING IT!! IT'S ROLLING BACK UP TO ME!!


BUT, THE SIMPLE INCIDENT WAS SOON FORGOTTEN! AND THEN, A FEW YEARS LATER...
I--I CAN'T ANSWER THIS TEST QUESTION!
TOO BAD I CAN'T READ MR. FILBERT'S MIND! HE'S GOT ALL THE ANSWERS!


WHAT'S HAPPENING?!! THE ANSWERS ARE APPEARING IN MY BRAIN! I CAN SEE ALL OF THEM... CLEARLY!
I ACTUALLY AM READING FILBERT'S MIND!
2

AND THEN, AS THE YEARS ROLLED BY, IT HAPPENED MORE AND MORE FREQUENTLY, UNTIL, AT COLLEGE...
IT'S AMAZING! I KNOW WHAT THE PROFESSOR IS GOING TO SAY EVEN BEFORE HE SAYS IT! I CAN READ HIS MIND WITH NO TROUBLE AT ALL!
IN FACT, I CAN READ ANYBODY'S MIND!
WHAT A WONDERFUL THING THIS WILL BE FOR HUMANITY, IF I CAN TEACH OTHERS HOW TO DO IT, TOO!
I'VE GOT TO TRY! I'VE GOT TO GIVE THIS GIFT TO MANKIND!
BUT, TAD CARTER WAS SOON TO LEARN THAT MANKIND WAS NOT YET READY FOR SUCH A GIFT!
LOOK, I'LL PROVE I CAN READ MINDS! YOU'RE THINKING OF BREAKING YOUR DATE WITH LOIS BROWN TONIGHT!
IT--IT'S TRUE!
YOU LITTLE SNEAK! WHAT RIGHT DO YOU HAVE TO GO POKIN' AROUND IN OUR BRAINS?
DON'T! LET GO! I ONLY WANT TO HELP YOU!
I CAN ALSO SHOW YOU HOW TO MOVE THINGS, BY THE POWER OF THOUGHT ALONE!
HOLY SMOKE!
THE GUY'S A MENACE!
HE'S NOT HUMAN!
A MUTANT! THAT'S WHAT HE IS!
A FREAK! WE DON'T WANT HIS KIND AROUND HERE!
WAIT! WHA-? WHAT ARE YOU GOING TO DO??
WE'LL SHOW YOU!
WE DON'T WANT ANY CREEPY MUTANTS AROUND HERE, READING OUR THOUGHTS!
3

NO! DON'T YOU UNDERSTAND? I CAN DO SO MUCH FOR YOU!
WE UNDERSTAND ALL RIGHT, YOU ROTTEN FREAK!
WHEN WE'RE THRU WITH YOU, YOU'LL KNOW BETTER THAN TO PRY INTO OUR PERSONAL THOUGHTS!
BUT, AT THAT MOMENT...
HEY!! WHA-?
SOMETHING'S PUSHING ME AWAY!!
HELP!!
HOW DID IT HAPPEN? I DIDN'T DO IT!
I-I'M RISING INTO THE AIR!!
WE MUST BE SEEIN' THINGS!
IT'S IMPOSSIBLE!
SOMETHING IS PULLING ME!! A POWER FAR GREATER THAN MINE!
A VOICE! I HEAR A VOICE--IN MY BRAIN--CALLING!
TAD CARTER!
IT IS TIME FOR YOU TO KNOW THE TRUTH, TAD CARTER!!
THE TRUTH?
4

YOU ARE NOT ALONE! THERE ARE MANY OF US... MANY "MUTANTS," AS MANKIND CALLS US!! MUTANTS WHO HAVE POWERS THAT HUMAN BEINGS NEVER DREAMED OF!!
...SUCH AS THE POWER TO MAKE YOU FLY, THOUGH WE ARE FAR AWAY!
WE ARE THE NEXT GREAT STAGE IN THE DEVELOPMENT OF MAN! WE ARE THE TELEPATHS, THE TELEPORTERS, THE MIND READERS! WE ARE THE FUTURE!
BUT WHY ARE YOU HIDDEN? WHY DO YOU NOT REVEAL YOURSELVES?
BECAUSE PEOPLE FEAR THOSE WHO ARE DIFFERENT! AND HUMANS TRY TO DESTROY THOSE WHOM THEY FEAR!
...JUST AS THEY TRIED TO DESTROY--YOU!
BUT WE CAN DO SO MUCH FOR MANKIND! WE CAN LEAD HUMANITY TO A NEW GOLDEN ERA!
WHY CAN'T THEY UNDERSTAND?
THEY ARE TOO SAVAGE, TOO PRIMITIVE TO UNDERSTAND! BUT WE WILL BRING YOU TO US NOW, AND YOU WILL WAIT WITH US...
...WE SHALL WAIT TOGETHER UNTIL THE WORLD IS READY TO WELCOME US! WE SHALL WAIT, IN HIDING, UNTIL THAT FATEFUL DAY...
...WHEN MANKIND COMES OF AGE!
THE END
5

Dwight Zimmerman is up to his neck in Dark Water! Dwight is scripting the six-issue PIRATES OF DARK WATER Limited Series, which debuts in September, adapting the smash Hanna-Barbera animated DARK WATER mini-series which aired in February. The TV mini-series was so successful that THE PIRATES OF DARK WATER will be debuting Saturday mornings this fall on ABC.

Dwight calls THE PIRATES OF DARK WATER "a great adventure story. It's about a young man named Ren who grows up unaware of his true identity as Prince of the city-state Octopon. He gradually becomes aware of his real identity and destiny, and begins a quest to restore his shattered land and save his world, Mer."

In the course of his quest, Ren comes up against some pretty lethal adversaries. One is an evil pirate king named Bloth, who, Dwight noted, "has a deadly sense of humor. He's a mean sucker; very evil." Bloth is ably assisted by his pirate legions led by his chief lieutenant, Konk. Another antagonist — and by far, the most dangerous — is the Dark Water itself, which "is this very black liquid that seems to act with an almost evil sentience. It will physically and actively attack objects and individuals. it can swallow things whole. And it is growing."

If the spread of Dark Water isn't stopped, it threatens to consume all of the planet Mer! Ren's quest takes him on a quest for power that can stop the Dark Water once and for all.

Ren is looking for the thirteen treasures of Rule, which had previously been owned by Ren's father, King Primus. When Ren was a baby, his father sent him off to a lighthouse to be raised, in order to protect the boy from the evil Bloth. Primus then scattered the thirteen Treasures of Rule all over the planet Mer, so that Bloth would not be able to find them. Primus was captured by Bloth, and held aboard his flagship, the Maelstrom. Bloth was not aware of Ren's existence. Bloth killed Primus, and all the members of Primus's family — or so he thought.

Assisting Ren in his quest are his three companions:

Niddler, a weird talking monkey-bird;

Ioz, a goodnatured but unscrupulous pirate;

And Tula, a woman with a secret past.

Together, Ren and his companions embark on the quest on their ship, the Wraith. Their goal: "to gather the thirteen Treasures of Rule, use them to restore Octopon to its former glory, and to save the planet Mer."

Dwight noted that the Treasures of Rule come in the form of gems which contain great power. In fact, the gems are the only things which can eliminate

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the Dark Water. In the course of the six issue limited series, Ren finds two of the thirteen gems. The other eleven will have to wait til his Saturday morning cartoon debuts this fall.

Although the DARK WATER TV mini-series ran five parts, the Marvel adaptation will run six. Dwight explained, "There was just so much in that first episode that the only way we could do justice to it was to split it in two issues."

Dwight's involvement with the PIRATES OF DARK WATER began when he was approached by editor Jim Salicrup. Dwight has high praise for Jim, going on and on about him, raving about his editorial brilliance, etc., but we don't have room to go into that here. Besides, why belabor the obvious. You can see Jim's brilliance in every issue of MARVEL AGE MAGAZINE!

The artist for PIRATES OF DARK WATER is Bruce Zick, about whom Dwight also had plenty of nice things to say. "His storytelling is fantastic. He's a new artist, but he can really tell a good story."

When he watched the DARK WATER mini-series, Dwight was very impressed by the show's visuals. "I was really struck by how rich all the locales were—the jungles, the civilizations living in caves, the ships, the islands, everything." Dwight noted that although Mer is primarily a water planet, THE PIRATES OF DARK WATER is full of exotic locales and exciting settings.

Dwight summed up the essence of THE PIRATES OF WATER: "It's a fast-paced fantasy-adventure tale that incorporates elements of classic fantasy adventure and excitement and topical issues." Dwight noted that PIRATES OF DARK WATER has an environmental theme, in the threat to the planet posed by the Dark Water itself.

In the course of story, Ren becomes more aware of his responsibility and duty in stopping the Dark Water. The thirteen Treasures will enable him to do this. We only get a hint of power of the Thirteen Treasures."

Dwight said he is having a great time working of PIRATES OF DARK WATER, so much so that he was sorry when the TV mini-series ended. "I was mad! I wanted to see where the next treasure was!"

In closing, Dwight noted that he has written for over 90 issues of MARVEL AGE MAGAZINE—yet this is the first time he has ever actually been interviewed for the mag! Congratulations, Dwight! Surely this will be the first of many!

As long as Dwight doesn't drown in Dark Water!

—Barry Dutter

THE NEW MARVEL® EDITORS TRADING CARDS

Those editors are such cards!

In MARVEL AGE MAGAZINE #102, we published a lengthy feature about the 1991 Marvel Universe Trading Cards, which were designed by Marvel's Executive Editor of Special Projects, Bob Budiansky, and licensed by the Impel Company. These hot collectibles are selling out everywhere, and if you don't have a complete set by now, well, *good luck*!

Not on sale anywhere, but collectible just the same, are the 1991 Marvel Editors Trading Cards, available free at better comic book conventions this summer!

MARVEL AGE MAGAZINE spoke to Steve Saffel, Marvel's resident Promotions guy (he has a card drawn by Sergio Aragones!), about the series. "Well, Mark Gruenwald (who has a card drawn by Mark Gruenwald) was at a convention in Europe, and he noticed that a foreign artist had devised bookmarks which he would sign for the fans. We took the idea and adapted it, since the editors rarely have something unique

to themselves for signing. So far they're a big hit!"

Steve adapted the layout for the series from the recent impel cards, which are commercially available. As we mentioned earlier—these cards aren't sold in any store!!!

Each card in the series features an editor's portrait, vital statistics (*such as height, weight, and mutant abilities*), and a designated autograph spot. The black and white illustrations are usually done by a hot artist in the editor's stable, and the series includes work from such Marvel greats as: John Romita Sr., John Byrne, Ron Lim, and Walt Simonson, just to name a few! The borders are printed with a metallic gold ink, similar to that on several recent "second printing" comic book covers.

After all the editors were taken care of, Steve was having so much fun he didn't want to stop. Soon, trading cards were being whipped up for folks in the advertising, promotions, and sales departments. "These people are often in the public eye at conventions," Steve said, "it only made sense to include them in the set."

All in all, the 1991 Marvel Editors Trading Cards are a hot package, which will only become more valued over time, since, as we mentioned twice before, they are not commercially available! So don't be fooled by imitations. Get yours today! You don't even have to order before midnight tonight!

Just walk up to the Marvel Editor of your choice and say, "*please!*"

—Mike Lackey

THE MARVEL AGE OF COMICS 1984
PART FOUR

In 1984 Marvel published enough titles based on licensed properties as to constitute an entirely separate line of comics. But whereas some comics companies in fact base their entire line around licensed characters, the comics we examine this go-round were just a small portion of the diverse and amazing madness that is Marvel!

Movie adaptations provided dual opportunities for comics publishing. The work could be serialized for the newsstand market, or collected on finer paper in the pages of MARVEL COMICS SUPER SPECIAL. A wide range of cinematic gems received this treatment in '84. *The Muppets Take Manhattan* marked the premiere of Jim Henson's classic characters at Marvel. *The Last Starfighter* concerned a video game player thrust into galactic intrigue—he'd save the universe if he didn't run out of quarters! And *Indiana Jones and the Temple of Doom* was, of course, the second in the landmark series starring Harrison Ford as the 1930s adventurer par excellence.

Marvel's original exploits for Indy continued in the pages of THE FURTHER ADVENTURES OF INDIANA JONES. With help from such star artists as Howard Chaykin and Herb Trimpe, scripter David Michelinie proved especially adept at bringing into Indy's life some beloved characters from the first film: Marion Ravenwood, Marcus Brody, and Capt. Simon Katanga of the Bantu Wind—all while maintaining the breathless cliff-hanging pace that's identified with the name "Indiana Jones."

Marvel's other movie-related series, STAR WARS, entered new territory in 1984: With RETURN OF THE JEDI in the past, writer Jo Duffy no longer had to worry that a storyline might contradict the next George Lucas film. With the gates of imagination thrown open, Jo's incisive tales explored the possibility of love for C-3PO, introduced Chewbacca's wife and family, and brought back Shira Brie—Luke Skywalker's lost love, now perhaps his deadliest enemy!

Mr. T would've said, "I pity the fool who misses my limited series!" Believe it or not, television's *The A-Team* enjoyed a three-issue limited series in early '84. But a more fantastic character from British television began his own series that year as well: DR. WHO! Traveling throughout creation in the TARDIS, the good doctor could always be counted on for imaginative fantasy adventure.

Another major field of Marvel licensing was, of course, toys, and easily the most popular of these was and still is G.I. JOE. Writer Larry Hama kept the battle action fast and furious with the likes of Cobra, Zartan, and the Dreadnoks. Snake-eyes and the debuting ninja Stormshadow were the solo stars of the year; and if you missed anything, the G.I. JOE YEARBOOK provided a handy recap.

The MICRONAUTS ended their direct sales run under the man who made them famous: Bill Mantlo. But they received a new lease on life in THE MICRONAUTS: THE NEW VOYAGES, a challenging series crafted by Peter Gillis and Kelley Jones. With the team dying of radiation poisoning, and the biophysiology of Huntarr changing radically, the team was forced to solve the mysteries underlying the very creation of the Microverse. Just who were. . .the Makers?

Bill Mantlo continued to guide the destiny of ROM, as he and Starshine revealed the presence of Dire Wraiths to the world. Their struggle to save the Earth took them from the heavens above to Sub-Atomica, and included allies such as Alpha Flight, Ant-Man, Rick Jones, and in the ROM ANNUAL, the New Mutants!

THE POWER OF CRYSTAR also featured an unexpected guest star: Nightcrawler, who was mistaken for a Chaos Demon by the Crystal Warriors! Behind a series of striking Mike Golden covers,

Crystar, Bekk, and Ika waged ceaseless war on the molten men. And another Marvel hero, the Incredible Hulk, guest-starred in the computer game tie-in, QUESTPROBE.

Two new limited series also began featuring toy characters. STARRIORS presented an Earth ruled by robots, who discovered that their legendary creator, Man, may still exist. And TRANSFORMERS starred the amazing robots who exist in more than one form—who proved so popular that their limited series would soon become unlimited!

Of course, Marvel's longest-running licensed property is CONAN THE BARBARIAN, whose adventures were ably chronicled by Michael Fleisher and John Buscema (who sometimes wrote, penciled *and* inked!) Conan's old friend Fafnir fought alongside the Cimmerian, while the first of two annuals (delayed from the previous year) guest-starred King Kull. In his own book, KULL THE CONQUEROR faced plague in Valusia, the terror of the Goblins, and the treachery of Baron Kaanuub—not to mention the loss of his closest friend, Brule, the Spear-Slayer!

CONAN THE KING (formerly KING CONAN) made news with a disturbing series of ads showing a bloody body and announcing "The prince is dead." Yet while Conan's son Conn only appeared to be killed, the chaos created by the crime threatened the entire kingdom of Aquilonia! Meanwhile, a host of people you don't want to invite over to your birthday party paraded through the magazine SAVAGE SWORD OF CONAN: the Rat-Cultists of Khitai, the monsterous Ape-Bat, the Devourer of Souls, the Leopard Men of Darfar, and Captain Bor'agh Sharaq! Enough to make anyone savage!

Next month we'll conclude our retrospective of 1984 with a look at amazing new titles from Epic Comics, Marvel Graphic Novels, and a few oddities that you may not believe! Till then, excelsior!

—Brian Nelson

MARVEL® COMICS PRICE GUIDE

Hey, have you thought about how hard it is to find reruns of the A-TEAM on television? (Admit it—you haven't.) But thanks to your local comics specialty shop, you can visit the past anytime you want for fees approximating what you see below. As always, our source is *Robert Overstreet's The Comic Book Price Guide #20*. But remember, this is only a guide. Actual prices may vary, and should be lower for copies in fair or poor condition.

	CONDITION Good	Fine	Mint
■ **-TEAM**			
1-3		.30	.60
■ **CONAN THE BARBARIAN**			
154-165		.50	1.00
ANNUAL 8,9		.60	1.25
CONAN THE KING		.60	1.20
■ **DOCTOR WHO**			
1	.40	.60	1.20
2-3		1.00	2.00
■ **FURTHER ADVENTURES OF INDIANA JONES**			
13-24		.55	1.10
■ **G.I. JOE**			
19-20, 26	.90	2.70	5.40
21, 23, 25 (2nd printing)	.25	.70	1.40
21-22	1.15	3.40	6.80
23-25	.60	1.80	3.60
YEARBOOK 1	1.05	3.15	6.30
26-30 (2nd printing)		.45	.90
■ **INDIANA JONES AND THE TEMPLE OF DOOM**			
1-3		.60	1.20
■ **KULL THE CONQUEROR VOL. 3**			
3-7		.50	1.00
■ **LAST STARFIGHTER**			
1-3		.40	.80
■ **MARVEL COMICS SUPER SPECIAL**			
29-32	.35	1.00	2.00
■ **MICRONAUTS**			
56-59		.45	.90
■ **MUPPETS TAKE MANHATTAN**			
1-2		.30	.60
■ **QUESTPROBE**			
1		.40	.80
■ **ROM**			
50 (Double-size), ANNUAL 3		.50	1.00
■ **SAVAGE SWORD OF CONAN**			
95-100	.70	2.00	4.00
101-106	.50	1.50	3.00
■ **STARRIORS**			
1		.60	1.20
2-3		.50	1.00
■ **STAR WARS**			
79-90		.50	1.00
■ **TRANSFORMERS**			
1	.60	1.75	3.50
2	.35	1.00	2.00

Attention correspondents: All letters to be considered for publication must include your complete name and address, though we will gladly withhold that info on request!

Send your letters to: MARVEL AGE MAGAZINE, c/o Marvel Comics Group, 387 Park Avenue South, New York, NY 10016.

This month's tantalizing telephonic letter column title is a wise piece of advice from Bill Meechan of dazzling Dover, OH. Thanks a lot, Bill! But before we take Bill's advice and get down to some serious gabbin', let's just take a minute to remind everyone else out there that we still need a newer and spiffier name for this column every single month. So get the lead out, put that lead to paper, and send your ideas on in! If we use one of 'em, we'll even thank you right here in black and white. And that sure beats thanking you in lavender and charteuse, now doesn't it?

Dear Marvel Age,

I have a question: When can we, the readers, expect to see Jim Lee and Gregory Wright's PUNISHER: RULES OF THE GAME Graphic Novel?

Heath Blackerby
449 Osteen Rd.
Piedmont, SC 29673

So you say you want to see the RULES OF THE GAME Graphic Novel, Heath? You say you want to see the Punisher in an uneasy alliance with everyone's favorite agent of S.H.I.E.L.D., Nick Fury? You say you want to see what happens when the two of them are after the same man—only Fury wants to get some vital information out of him and the Punisher just wants to kill him?

Well, we're afraid that we're all going to have to wait just a little bit longer. Jim and Gregory are still working on the graphic novel, so it's not officially scheduled for publication yet, but they expect it to hit the stands around the end of the year. To be on the safe side, you might want to start saving up now, though; that kevlar gets pretty expensive, y'know.

Dear Marvel People,

I am a very loyal fan of Marvel. I've been reading comics for a little over three years and my collection spans over three hundred comics. At least 98% of those are Marvel.

But that is not why I wrote you. I've been thinking about what you have in store for this year's annuals. Recently, you have taken your annuals and made a long crossover event out of them. I really like this idea, but in 1990, you made four different stories out of them. Don't do that!

Second of all, no-prizes: You have changed the standards by which you give away no-prizes. The new qualifications are a bit confusing. Not only does it end a long-standing tradition, but there is another problem: How can one attempt to justify his or her actions in an attempt to win a no-prize? Please explain yourselves.

Finally, let's get to new titles. Last year's titles (NEW WARRIORS, ROBOCOP, and GUARDIANS OF THE GALAXY) were bores, but your new titles (X-MEN, X-FORCE, DEATHLOK) look like they're gonna be comics that are *worthy* of the prestige of Marvel.

Vince Berry
Rt. 1, Box 171
Scranton, NC 27875

Well, Vince, sorry you didn't care for last year's crossover strategy or for the series you mention, but it does bring up an important point: It's clear that overall, you really do like the stuff Marvel puts out and that your criticisms are meant to help us. But it would be more helpful if you told us *why* you didn't care for the things you mentioned. Otherwise, all we know is that you didn't like them, and to tell you the truth, there are an awful lot of people out there who *did* like them. Still, we hope that this year's annuals and new titles prove to be more to your taste.

As for your question about no-prizes, well, it might be a little clearer to you after you read the next letter. . .

Actually, a funny thing happened on our way to the next letter—we stumbled across this snappy yellow background that somebody left lying around here in the middle of the page, where just anyone could trip over it and hurt themselves. Seems a bit negligent to us. . .un-

less. . .you don't suppose this is the sunshiny yellow background that announces our LETTER OF THE MONTH, do you? The letter that we've selected from our voluminous sacks of mail because we think it'll be of particular interest to the rampaging hordes of Marveldom?

Nah, couldn't be.

Dear MARVEL AGE MAGAZINE,

I was recently reading one of your comics when I saw the "no-prize Newsflash" with items telling you how to obtain a no-prize (such as donating comics to the children's wing of a hospital). What does that have to do with this letter? Well, my name is Steven Casey, I am 21 years old, and I go to Syracuse University, where I am taking classes to become a pediatrics practitioner. I work with a lot of children during my time between work and my classes because, well, I love children.

I buy most of the Marvel and Distinct Competition titles. But I also buy two of each. Why? I bring the extra copies to the children I spend time with. Sometimes, the total cost of the comics comes to over fifty dollars, but the money is worth it to see the children get away from the real-life problems they suffer from. You see, I see these children in wheelchairs, walking supports, and leg braces, as some suffer from polio and other irreversible diseases. Some of these children have cancers that will take their lives from them before they are ten. It depletes my wallet but warms my heart and makes me feel good to give these children something to read, away from the real world, a chance to fantasize (as we all do), as they are people too!

So please, don't no-prize me—please no-prize these children, as they are the ones who really deserve it! Don't you think they do? I thought you would! Thank you.

Steven Casey
104 Robineau Rd.
Syracuse, NY 13207

To tell you the truth, Steven, given the commitment that you've made to these children without expecting any sort of reward, we think you deserve some recognition too. And so, a glitzy, new no-prize is winging your way even as we speak. On behalf of all the kids you've helped, thanks. Here's hoping you can keep it up for a long time to come!

Dear Jim Salicrup,

This letter is in response to the question you asked on the editorial page of MARVEL AGE MAGAZINE #100. You took exception to the comment Andy Mangels had to offer in his column's review of Hanna-Barbera's FANTASTIC FOUR cartoon series of the late Sixties. Mr. Mangels stated that he found the series to be dull, and the characters lacking their original personalities.

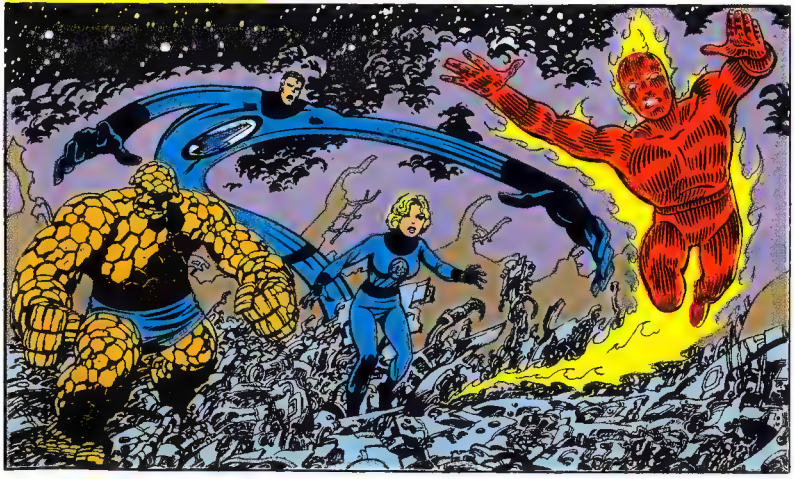
Well, I, too, remember this program as being one of the most fondly cherished memories of my childhood, and I have spent the past twenty-one years on a personal holy quest to obtain at least review copies of those episodes. I can't understand for the life of me why those old FF cartoons are so rare, except possibly because I want to see them so badly.

These cartoons may not have been quality television at its finest, but what Mr. Mangels apparently fails to understand is that Hanna-Barbera had to design their show to appeal to a massive range of viewers in order to ensure a large enough audience to survive in the ratings. The fact that the show aired nationally for three and a half years is testimony to that company's success in their goal. How many of today's animated programs so even *half* that distance? Remember, THE ADVENTURES OF JONNY QUEST (also by H-B) was arguably the most literate adventure cartoon ever produced, but it was a commercial flop because it appealed *only* to that extremely limited percentage of television viewers who could comprehend and appreciate its sophisticated stories and who would also condescend to watch a "cartoon" during prime-time evening hours. When Hanna-Barbera set out to translate the adventures of the FF to television, they undoubtedly kept in mind the lessons learned from scripting JONNY QUEST.

Four years ago, I had the pleasure of meeting with Joe Barbera and discussing with him the impact that his FF program has had on my life. If the final result of their efforts were no more than that, then I would modestly have to state that their production of THE FANTASTIC FOUR was a triumphant achievement.

Marc Watts
736 Colleton Rd. — B
Columbia, SC 29203

You make a pretty good case there, Marc. But then again, as Jim pointed out in his editorial, a lot of us around here have mighty fond memories of the FF cartoons too, so it really wasn't such a hard sell!



ing your local TV listings—one of your local stations might even be broadcasting it in your area even as we speak!

Of course, if all else fails, you can always call the Latverian embassy. Just ask them for some of Doc Doom's old home movies!

Speaking of home movies, the old clock on the wall says it's time to heat up some leftover popcorn and take another look at the slides from our vacation on Ego the Living Planet. It wasn't cheap getting there, but they fry a mean cheap steak at Mom's the Animated Restaurant, and we got a great room at Hilton the Happy Hotel!

While the projector's warming up, though, let's meet and greet another batch of our ever-friendly MARVEL CORRESPONDENTS! That's right—here come more of our likable literati from points unknown who are looking for people with whom they can swap greetings, vacation photos, and the occasional recipe for cheese steak by mail. Why not pick out one or two and drop 'em a line? Even if you've temporarily misplaced your book of cheese steak recipes, it might be the start of a beautiful friendship!

As far as your hunt for copies of the cartoons goes, well, we haven't seen any commercially-available cassettes at our local video stores yet (although we wouldn't be surprised if they turn up at some point). However, with a little digging, you might manage to find them anyway.

The Sixties FF cartoons turned up on television in the New York area a couple of years back as part of a syndicated television series called THE FUN-TASTIC WORLD OF HANNA-BARBERA (along with Jonny Quest, Space Ghost, and a whole bunch of other favorites). We'd suggest check-

ANSWERS TO MARVEL® TRIVIA QUIZ

1. C	5. C	9. B
2. B	6. A	10. C
3. C	7. C	11. B
4. B	8. B	12. B

MARVEL® CORRESPONDENTS

If you'd like to be listed in this space yourself, send your name, address, age, and the titles of your three favorite Marvel Comics to Marvel Correspondents at the address we listed way back at the beginning of this column. It may not trim your waistline or reduce your cholesterol count, but hey, it couldn't hurt!

Chris Elam
P.O. Box 1071
Villa Rica, GA 30180
Age: 18
Favorites: INCREDIBLE HULK, MARVEL AGE MAGAZINE, MARVEL COMICS PRESENTS

Scott Steiner
67 Baldino Drive
Cranston, RI 02920
Age: 22
Favorites: SILVER SURFER, all AVENGERS titles, ALPHA FLIGHT

Christopher Haggenjos
6721 Apt. 3, Maysville Rd.
Fort Wayne, IN 46815
Age: 18
Favorites: All MUTANT titles, all SPIDER-MAN titles, INCREDIBLE HULK

Noah Banwarth
985 So. Grandview
Dubuque, IA 52001
Age: 13
Favorites: X-MEN, WOLVERINE, X-FORCE

David Jolley
4294 South 3720 West
West Valley City, UT 84120
Age: 14
Favorites: All MUTANT titles, DAREDEVIL, FANTASTIC FOUR

Jackie Lee Drake
7414 Niagara Falls Blvd.
Niagara Falls, NY 14304
Age: 10
Favorites: All MUTANT titles, MARVEL AGE MAGAZINE, POWER PACK

Tim Bushnell
233 Main Street
Carthage, IL 62321
Age: 16
Favorites: ALPHA FLIGHT, NEW MUTANTS, X-MEN

Jeremy Pearson
3142 Chettenham Dr.
Rancho Cordova, CA 95670
Age: 13
Favorites: WOLVERINE, X-FACTOR, NEW MUTANTS

Anthony Parr
1016 Jahncke
Covington, LA
Age: 15
Favorites: WHAT IF?, all SPIDER-MAN titles, all MUTANT titles

MARVEL AGE®

SUPER SHOPPER GALLERY

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213-515-2676
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Carson, CA 90745
213-835-2205 (fax: 835-3843)
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Tacoma, WA 98499
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FOREIGN

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466-4213
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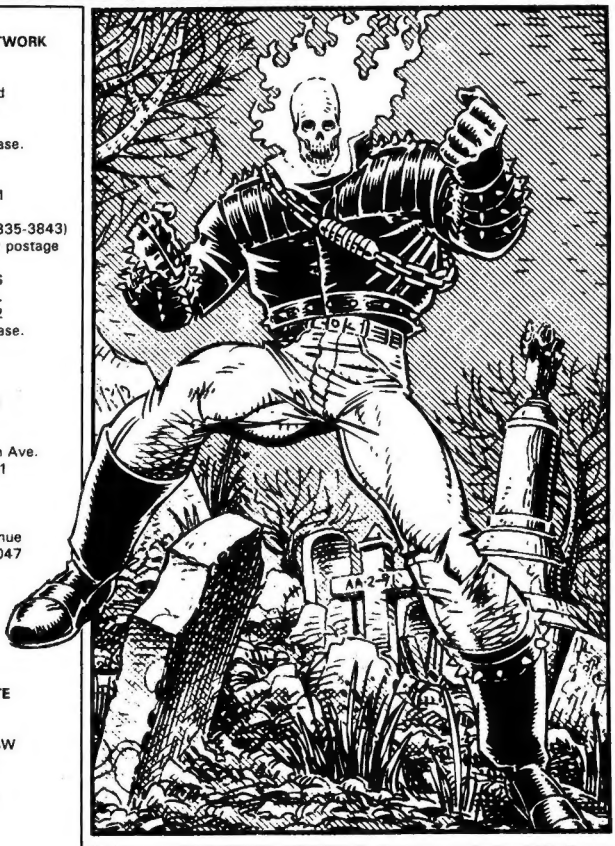

For information about advertising in MARVEL AGE SUPER SHOPPER GALLERY contact: Rita Smolinski, Marvel Comics Group 387 Park Avenue South, New York, NY 10016 (212) 696-0808

THE 1991 MARVEL AGE® CALENDAR

AUGUST

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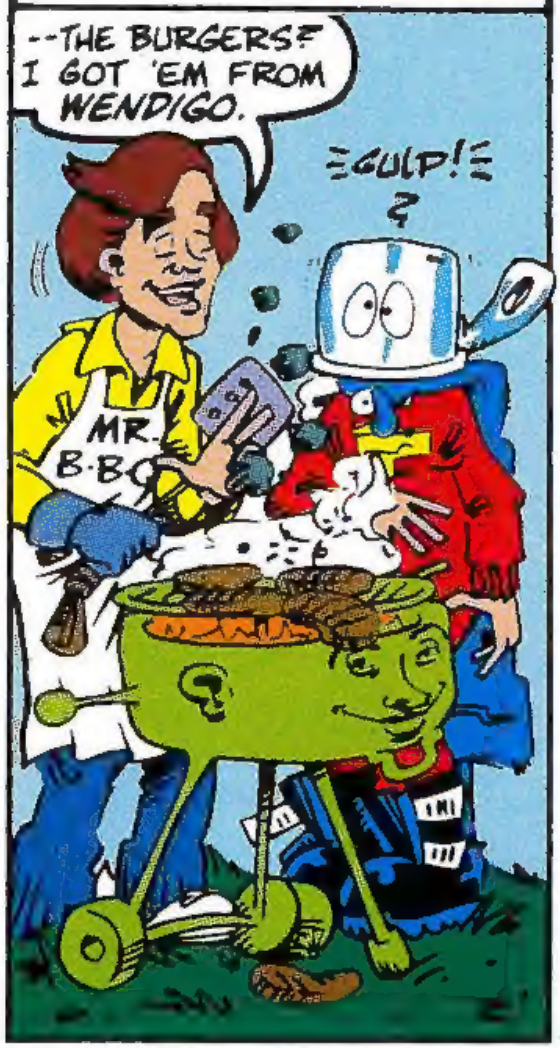
ARTIST: RON ZALME
COLORIST: RENEE' WITTERSTAETTER



AY
WEDNESDAY
THURSDAY
FRIDAY
SATURDAY
OW, GET READY FOR...
DD
CHECK OUT THIS AUGUST ASSEMBLY, CALENDAR FANS!
1
¡TU!
3
AH
BIR--
SHUT UP!
6
7
TOMORROW IS BOB McLEOD'S DAY O' BIRTH!
8
TODAY IS ARTIST RICK LEONARDI'S BIRTHDAY!
H.B.D. TO CHRISTIE SCHEELE
10
DAY TO
EY!
13
1
IT'S THE KINGPIN'S B-DAY!
NOT ONE WORD.
15
T'ROW IS ALEX SAVIUK'S B'DAY!
16
IT'S JOHN ROMITA SR.'S BIRTHDATE.
THWIPP.
17
H.B.D. TO HULK-O-PHILES, MARIE SEVERIN AND BOBBIE CHASE!
21
IT'S BUGLE REPORTER BEN URICH'S BIRTH...
YOU'RE FIRED!!
22
A WONDERFUL B.D. TO TERRY AUSTIN!
SOP!
23
27
HAPPY BIRTHDAY TO JACK "KING" KIRBY!
28
29
WHAT--?! NO AUGUST STRINBERG JOKES??
30
HAPPY BIRDIE TO FAN-FAVE LETTER-ARTIST RICK PARKER!
31